

FIGURE 1 (PRIOR ART)

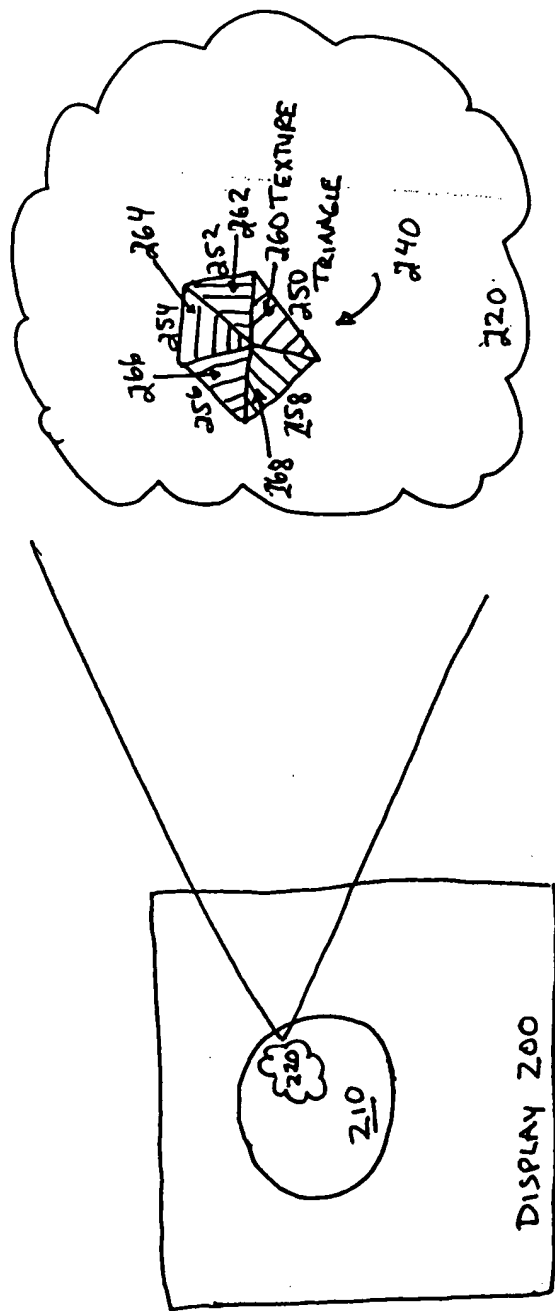
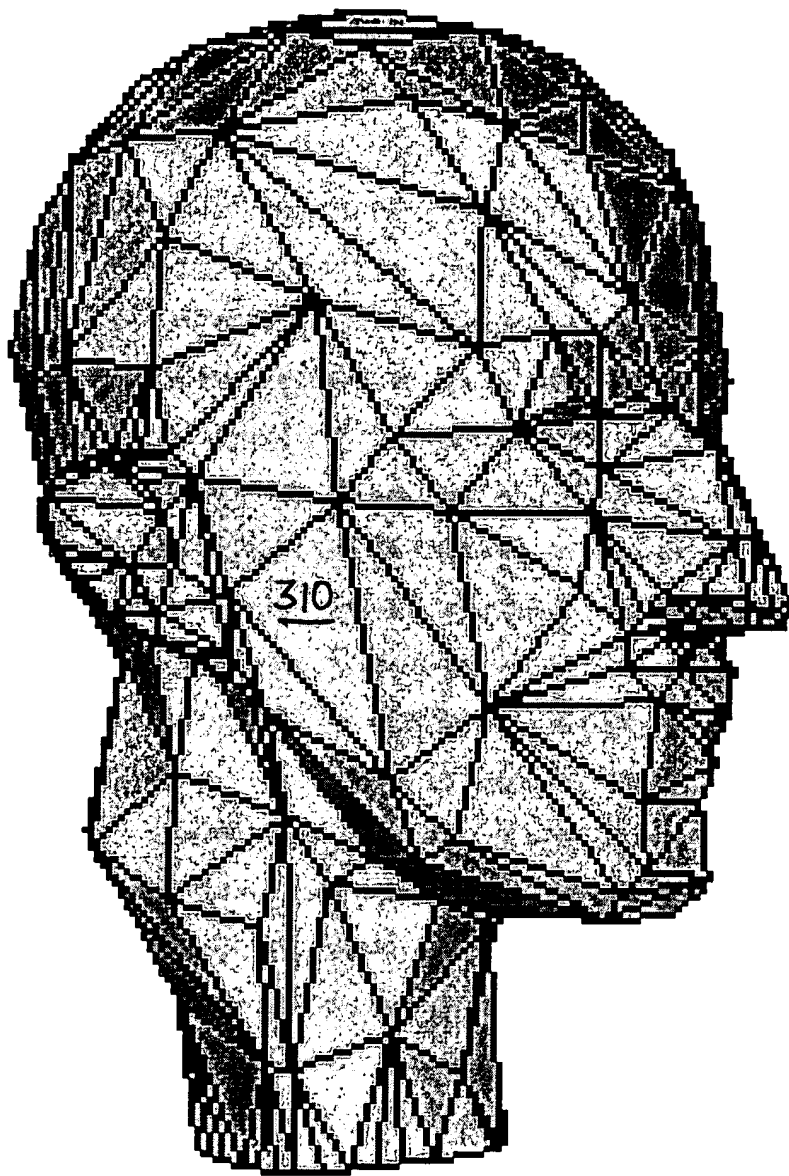


FIGURE 2 (PRIOR ART)



300

310

FIGURE 3 (PRIOR ART)

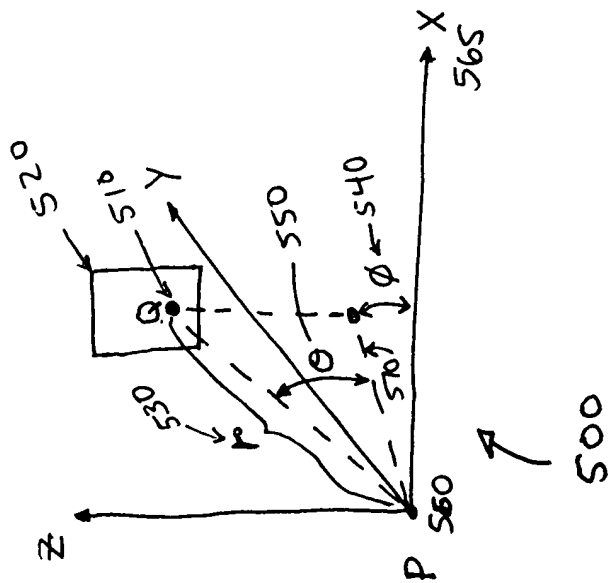


FIGURE 5

NOTE: THE ADDRESS OF THE FIRST FRAME IS 600. THE ADDRESS OF THE LAST FRAME IS 640.

600

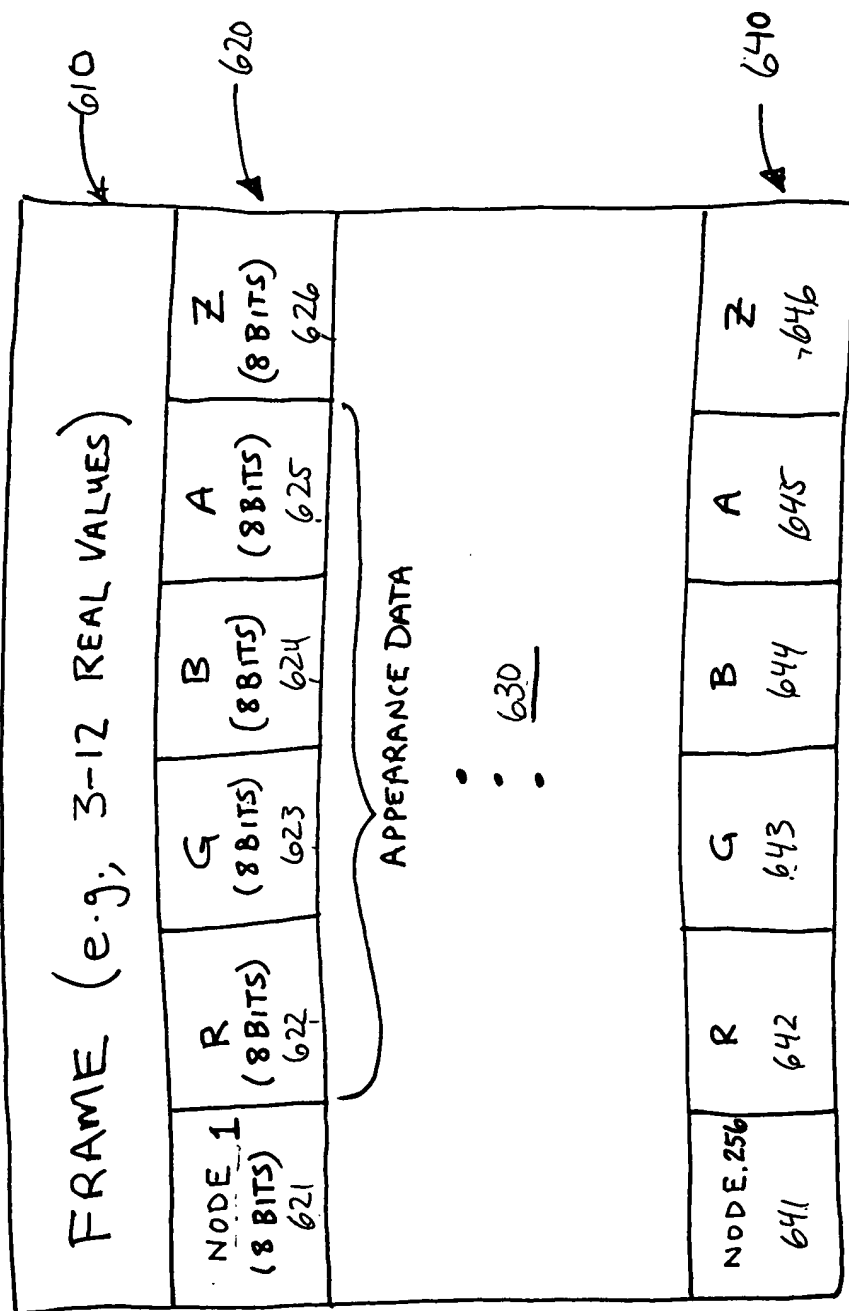


FIGURE 6

FIG. 7 is a block diagram of a system 700 for rendering a spatial patch. The system 700 includes a memory 720, a spatial patch rendering unit 740, and a presentation device 760. The memory 720 is connected to the spatial patch rendering unit 740, and the spatial patch rendering unit 740 is connected to the presentation device 760. The presentation device 760 includes a spatial patch 770 and graphics 765.

700

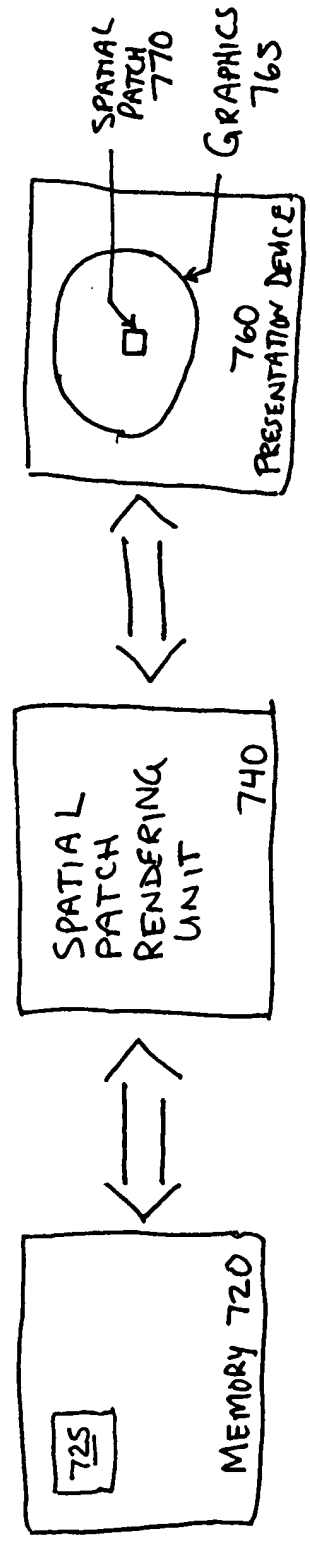


FIGURE 7

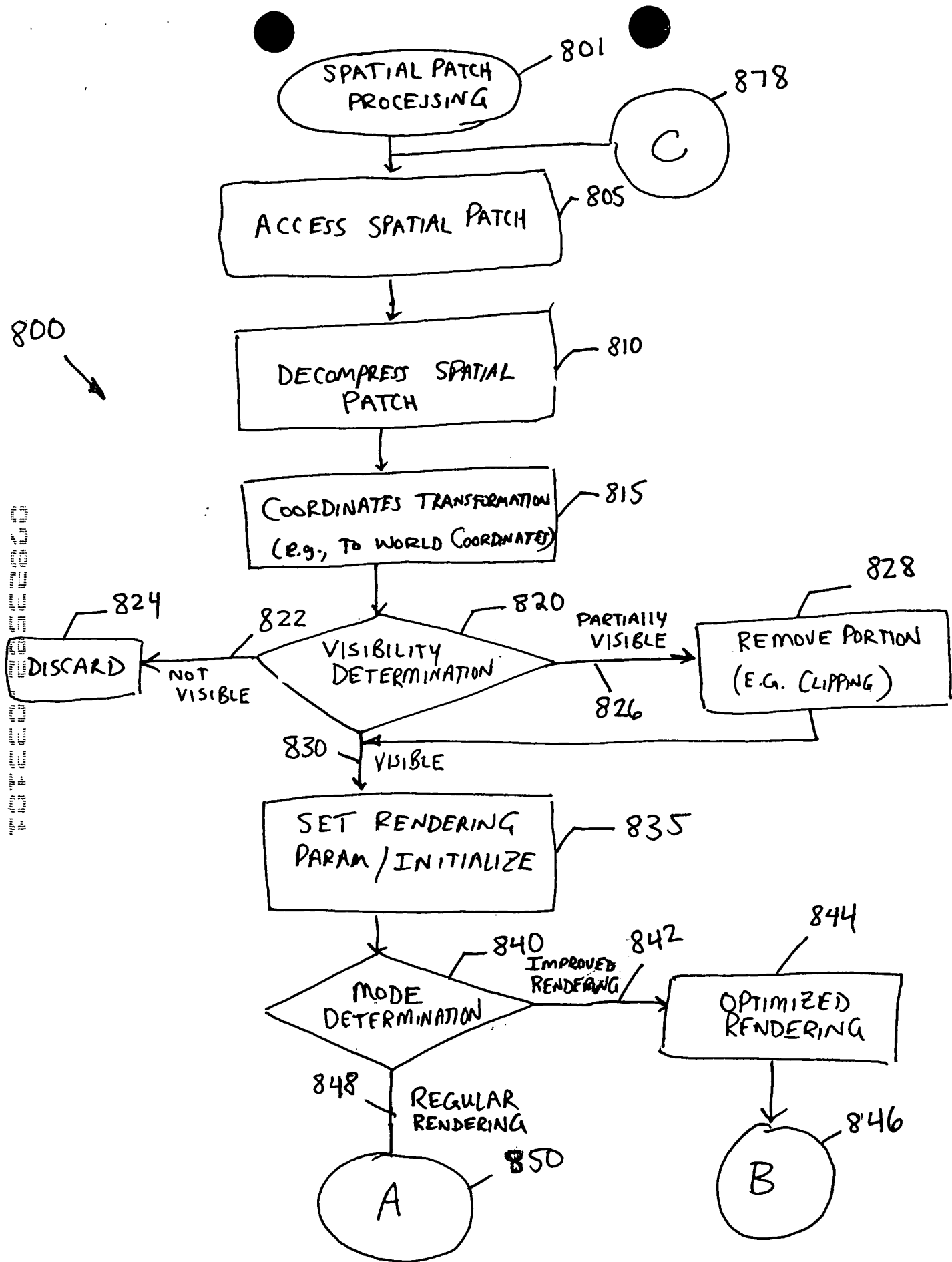


FIGURE 8A

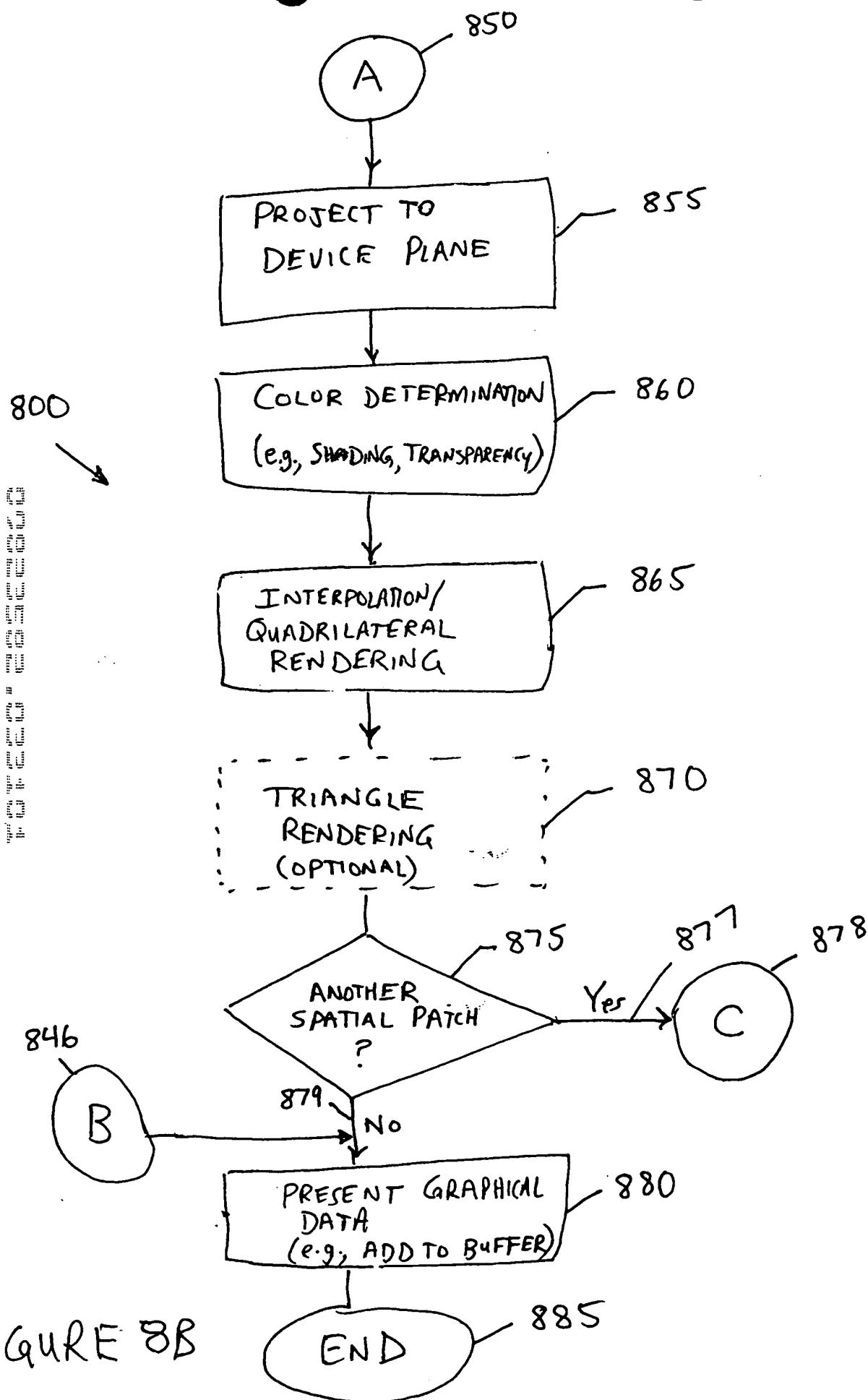


FIGURE 8B

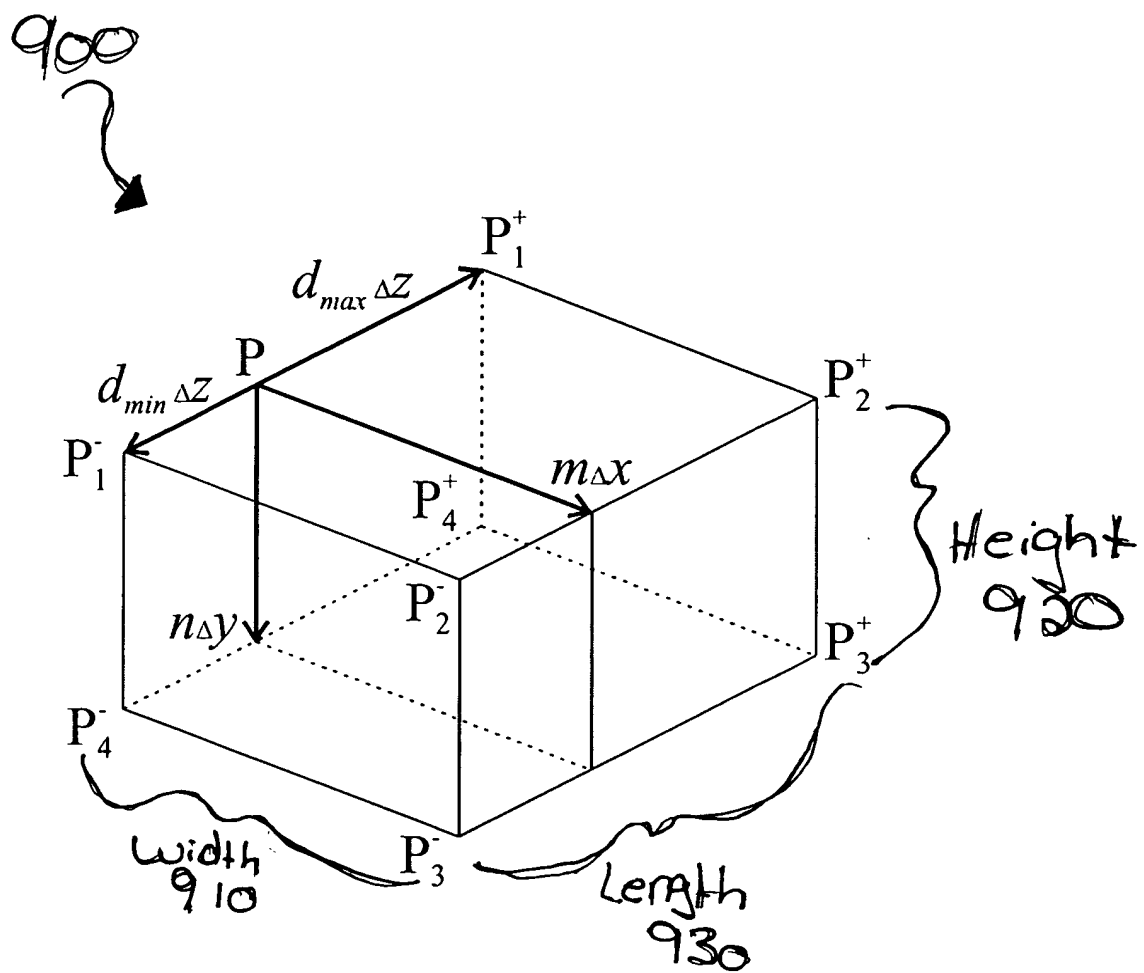


Figure 9

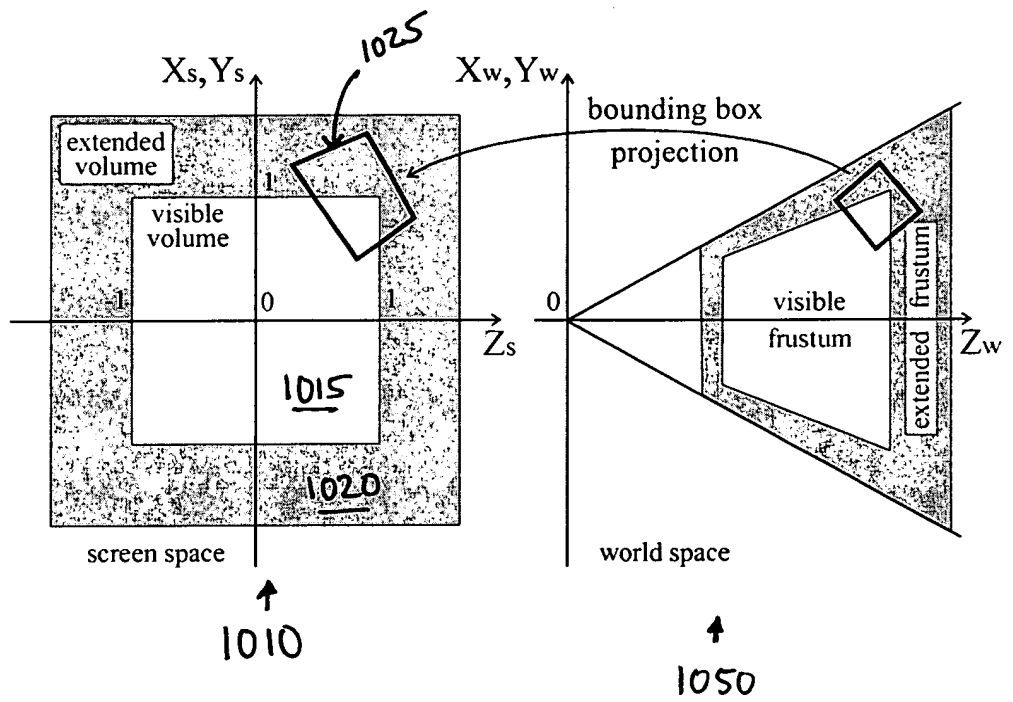


Figure 10

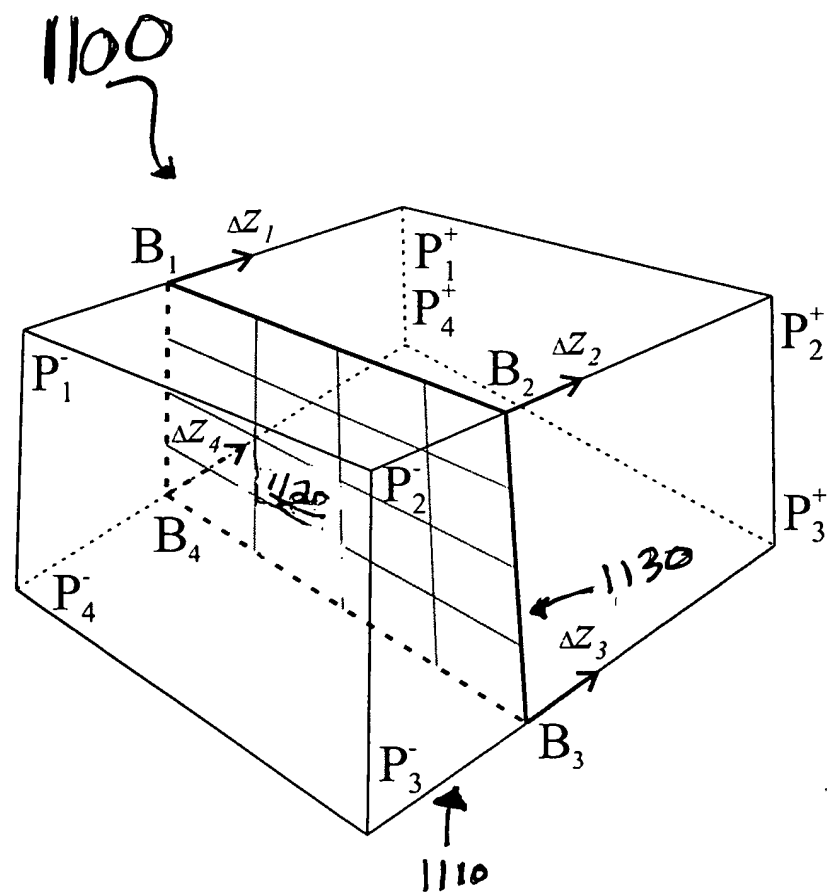


Figure 11

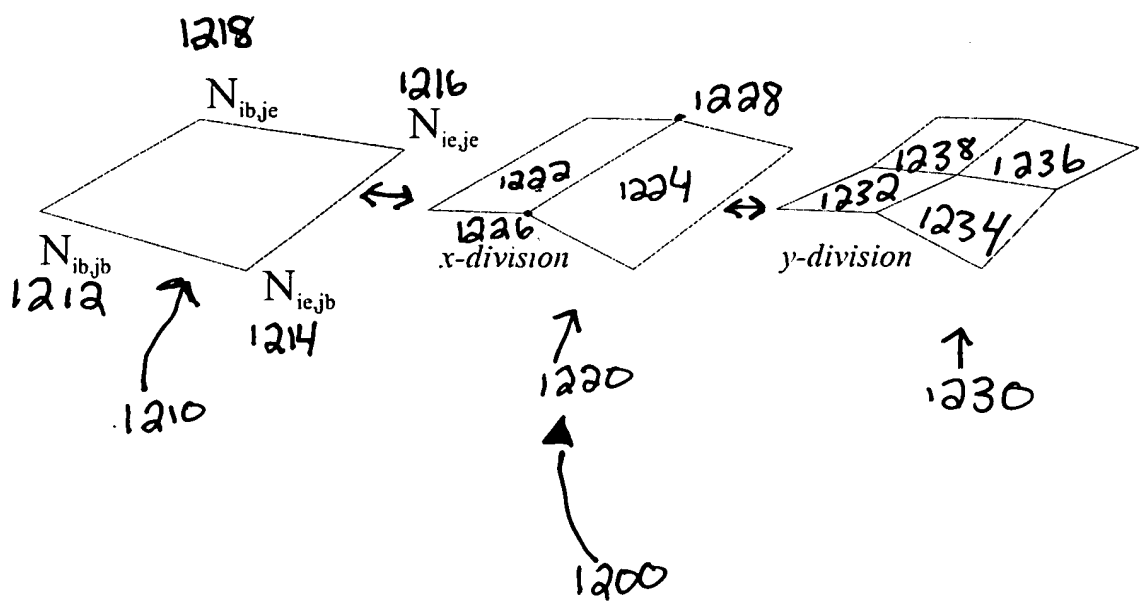


Figure 12

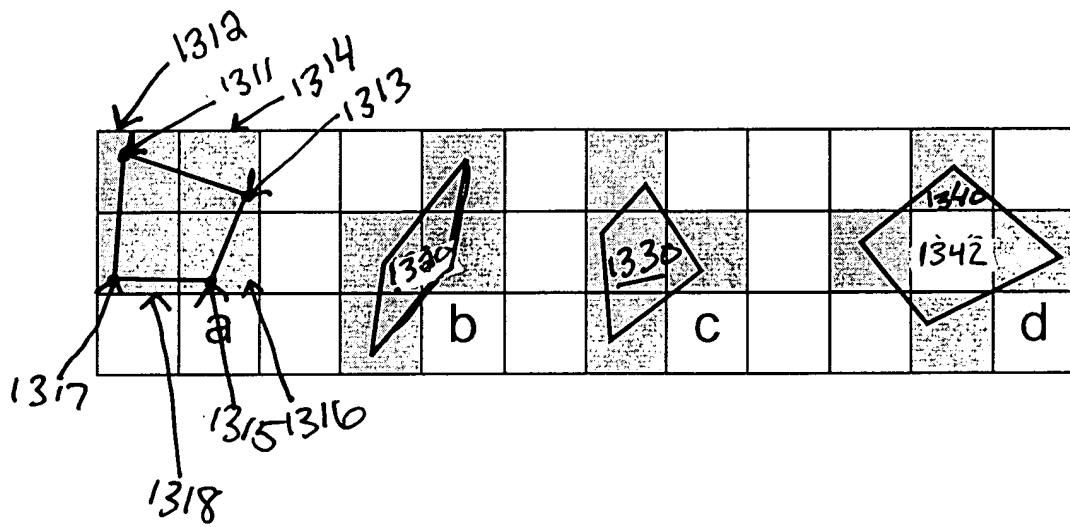


Figure 13

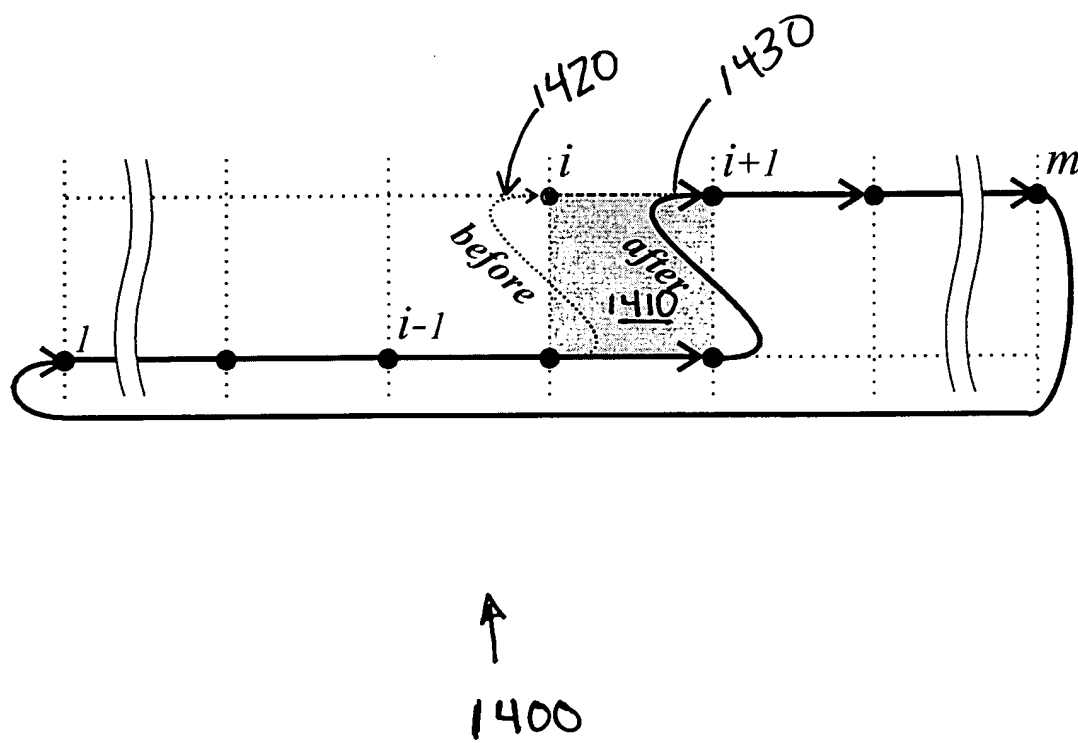


Figure 14

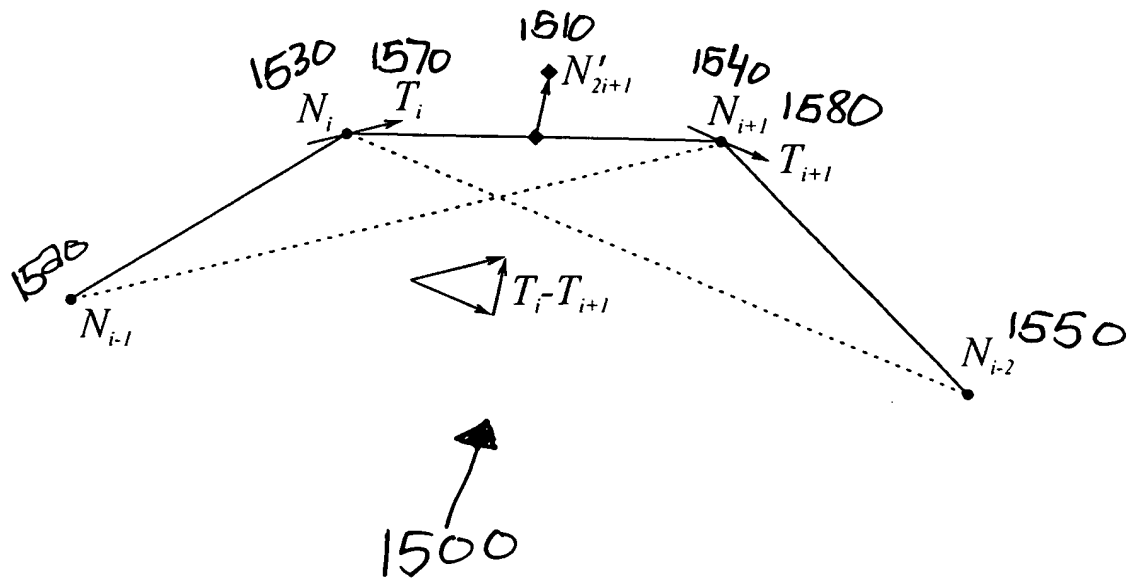


Figure 15

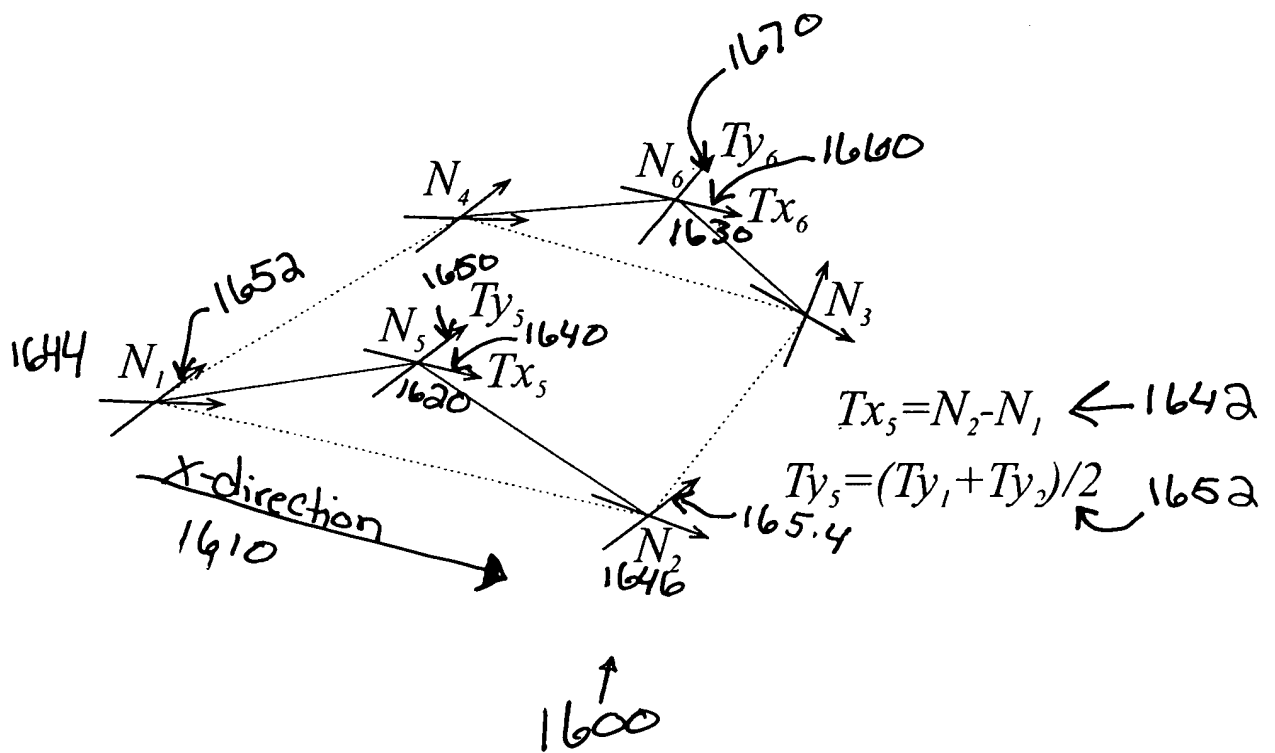


Figure 16

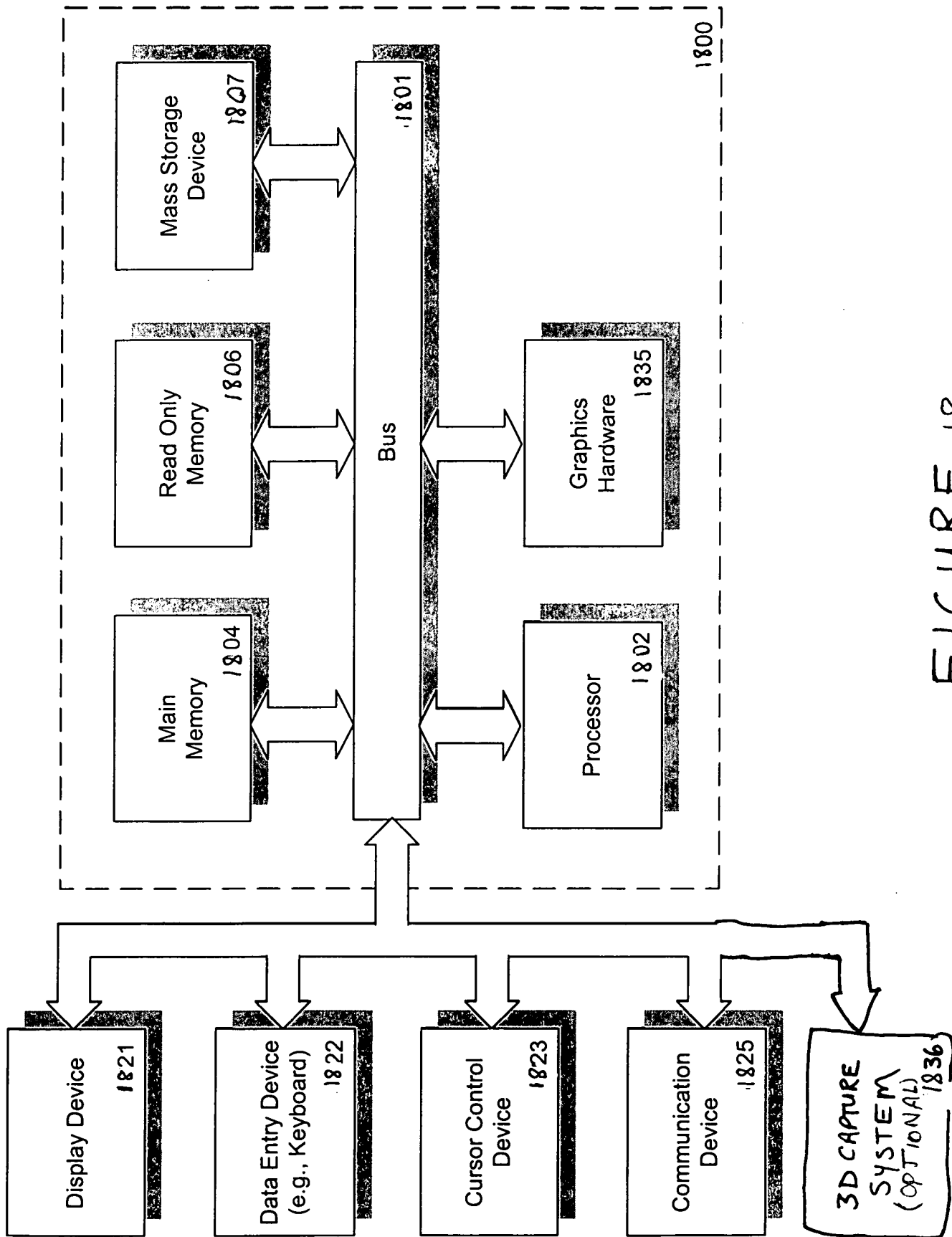


FIGURE 18